

WHAT IS CLAIMED IS:

1. A method of rapidly determining the transmission time and range of a position message under an Internet virtual reality environment, comprising the steps of:

5 (A) dividing a virtual scene into a plurality of blocks for determining an area of interest;

(B) defining a block where an user is in and blocks neighboring to the block as a low interactive area of interest;

10 (C) dividing each block of the low interactive area of interest into a plurality of sub-blocks;

(D) defining a sub-block where the user is in and sub-blocks neighboring to the sub-block as a high interactive area of interest; and

15 (E) transmitting a message to update state of virtual reality based on different settings of the low interactive area of interest and the high interactive area of interest when the virtual reality environment reaches a predetermined inconsistency.

2. The method as claimed in claim 1, wherein, in steps (A) and (C), the virtual scene and block are divided in a square division manner.

20 3. The method as claimed in claim 1, wherein, in steps (A) and (C), the virtual scene and block are divided in an interlaced square division manner.

25 4. The method as claimed in claim 1, wherein, in step (E), a timer is used to count a predetermined length of time for updating the state when the count is reached, the predetermined length of time being set relatively shorter for the high interactive area of interest than that for the

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